

FREE STICKERS!

£1.20 • NO 87
1 OCTOBER 1996
EVERY FORTNIGHT

SONIC THE COMIC

THREE NEW STORIES!

**STICK IT
TO 'EM!**



UK's OFFICIAL SEGA COMIC

SONIC

KNUCKLES

TAILS

SONIC 2 O ZONE!

TIN TIN REVIEW



NIGHTS NEWS!

SEGA's LATEST SATURN RELEASE!

FREE STICKERS
MISSING?
ALERT YOUR
NEWSAGENT
NOW!

CONTROL ZONE

Hey, Boomers!

So what if the summer's gone - welcome to STC's hot and sticky issue! I'm referring of course to the set of four free Sonic the Stickers!

Developed for those all important places like school bags (ugggh!), they're designed to, well, stick just about anywhere you can get away with. Not only is there a free gift this issue, Boomers, but once again, there's three new stories...

Nastiness abounds as Sonic confronts a shifty looking character in Mister Shifter. Plus, Knuckles begins another new adventure in The Good, The Bad and The Echidna, and Tails rescues a stranger from an attack of the Badniks in Easy Target.

It's time to make a NIGHT of it with Sega's sizzling new game, which is on sale right now. You can read all about NIGHTS in the centre pages, plus, there's an outstanding NIGHTS pin-up on the back cover (and there'll be another one next issue, and the issue after that!). What with the second part of Sonic's World, reviews on Tin Tin and Shining Wisdom, you don't have to thank me, just spread the STC word!

Megadroid

COTTON PICKIN' T-SHIRT WINNERS!

Remember we asked you back in STC 79 to name the famous London site which is home to Segaworld? Well, the correct answer is The Freecade in London's Piccadilly Circus. Here's the 20 winners who win a Sega T-shirt. Well done, and thanks to each Boomer who entered.

Christopher Abbott,
Graeme Barber,
Michael Ambrose,
Edinburgh, Scotland;
Sarah Anneau, Stevenage, Herts;
Sam Blackledge, Dagenham, Essex;
Sam Blackwood, Weston-super-Mare, Somerset;
Colin Bowers, Bristol, Avon;
Steve Bowles, Southend-on-Sea, Essex;
Richard Butcher, Bristol, Avon;
Paul Byers, Gainsborough, Lincolnshire;
Ashley Cameron, Melton Mowbray, Leics.;
Kathy Carter, Tewkesbury, Glos.;
Laurie Chappell, Sutton, Surrey;

Christopher Chapman,...
Andy Cartley, Tewkesbury, Glos.;
Jen Chambers, Retford, Notts;
Laurie Chappell, Sutton, Surrey;
Christopher Chapman,...

Brigadier, Bournemouth;
Christopher Clegg, Bury St Edmunds, Suffolk;
Sarah Edwards, Scotland;
Aylmer Clarke, Wimborne, Herts;
Joshua Gould, Wimborne, Dorset;
Christopher Gyenis, Glasgow, Scotland;
John Gullifer, Bradford, S-Yorks;
De Graaf, High Wycombe, Bucks.

J.P. Keane,
Gib, Cork, Co. of Ireland;
Michael Broad, Fleet, Hants;
Matthew Broadbent, Bexhill;
Barry Great, Didsbury, Greater Manchester;
Rory Hadfield, Weymouth, Dorset;
Graham Hepple, West Yorkshire;
Greg Hooper, Luton, Bedfordshire;
Chris Horner, Bradford, Chris Horner, Bradford, Lancashire;
Chris Horner, Bradford, Lancashire;
Luke Helman, Leeds;
Luke Powell, Bradford, Lancashire;
Andrew Kerley, Tipton Green, Mid Glamorgan.

Tom J. Whittle Ray,
Peter J. Wilson;
Robert Jester, West Kingsdown, Kent;
Paul Jones, Northampton;
Talbot Jones, Dyfed, W. Wales;
Geri Johnstone, Trowbridge, Wilts;
Geri Johnstone, Trowbridge, Wilts;
Geri Johnstone, Trowbridge, Wilts.

Michael Land, Canterbury, Kent;
Jonathan Lewis, Keynsham, Somerset;
Edward Lindsay, Poole, Wilts;
Karl Lockhart, London, UK, Isle, Scotland.

Scott Loveland, Northwich, Cheshire;
Jonathan Mallett, Oxford, Oxon;
Sally Marsh, Brackley, Northants;
Rob McLean, East Kilbride, Glasgow, Scotland;
Mike McNamee, Belfast, Northern Ireland;
Steve McNeely, W. Sussex;
Gerry Meagin, Dyfed, Wales;
Christopher Moore, Chelmsford, Essex;
Pauline Morris, T. Valentine, Chelmsford, Essex;
Steve Mullins, Stockwood, Bedfordshire.

Sally Nursey, Bromsgrove, Worcestershire;
E. Nassau, Langleygate, Birmingham;
Daniel Parker, East Grinstead, W. Sussex;
Michael O'Donnellan, Bognor Regis, West Sussex;
Dawn Parker, Shoreham-by-Sea, West Sussex;
Stephen Pease, Corringham, Essex.

Michael Pritchard, Brixton, London;
Glyn Price, Scarborough, N. Lincolnshire;
Rugosa Pumponius, Shirley, Scotland;
Tina Redman, Shrewsbury, Shropshire.

Michael Richardson, Bognor Regis, West Sussex;
Michael Roberts, Oldham, Nr. Manchester;
Stephen Ross, Ayr, Scotland;
David Scarfe, Canterbury, Kent;
Lizzy Scott, Buntingford, Herts;
Guy Sharpard, Highworth, Wilts;
K. Simpson, Wiltshire;
Danish Sims, Birtley, Gateshead, Tyne & Wear;
Eric Smith, Gillington, West Yorks;
Peter Strickland, Beverley, E. Yorks.

Hicks Sutton, Knaresborough, Yorks;
James Tobby, South London;
Erinah B., Tunbridge Wells;
Paul Thomas, Farnborough, Herts;
Michael Thorpe, Yate, Gloucestershire;
David Turner, Gateshead, Tyne & Wear;
Neil Walker, Whitstable, Kent;
Maggy Walker, Bury St Edmunds, Suffolk;
Barry J. Edwards, Leytonstone, E. London;
Graeme White, Leytonstone;
Tristan Wright, Highbridge, Glos.

SEGA

COMPILED BY
ChartTrack
© ELSPA

↓ up/down REVIEW entry ● non mover

MEGA DRIVE

- 1 BRIAN LARA CRICKET '96
- 2 OLYMPIC SUMMER GAMES
- 3 ↓ FIFA SOCCER '96
- 4 ↓ TOY STORY
- 5 ↑ MICRO MACHINES 2
- 6 ↑ PGA TOUR GOLF '96
- 7 ↑ TAZ-MANIA: ESCAPE FROM MARS
- 8 ↑ SONIC AND KNUCKLES
- 9 ↑ MEGA BOMBERMAN
- 10 RE STREETS OF RAGE 2

SATURN

- 1 ↑ THE NEED FOR SPEED
- 2 ↑ VIRTUA COP
- 3 NEW SHINING WISDOM
- 4 NEW GUN GRIFFIN
- 5 ↑ BAKU BAKU
- 6 ● GUARDIAN HEROES
- 7 ↓ SEGA RALLY
- 8 ↓ EURO '96
- 9 ↓ FIFA SOCCER '96
- 10 ↓ VIRTUA FIGHTER 2

MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↓ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↓ ETERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

GAME GEAR

- 1 ↑ THE LION KING
- 2 ↑ COLUMNS
- 3 ↑ SONIC THE HEDGEHOG
- 4 ↓ SONIC THE HEDGEHOG 2
- 5 ↑ SONIC CHAOS
- 6 RE COSMIC SPACEHEAD
- 7 RE MORTAL KOMBAT 3
- 8 ↓ STAR TREK: GENERATIONS
- 9 RE POWER RANGERS: THE MOVIE
- 10 RE SONIC DRIFT RACING

Published every other Wednesday by Futurehouse Ltd, 25/26 Tenantry Close, London EC1R 9PS. Tel. 0171 344 4402. Since the comic strip is not for rent for more than the selling price shown on the cover. Printed in Japan by APC Reprographics (Chiba) Ltd, a division of the British Printing Company Ltd. © 1991 Printed by Specialemeadiabrukarna Pressens AB, Falsterbo, Reproduction by Pre-Press Service Ltd. London. Copyright © Futurehouse Ltd. 1991. Copyright © Sega Enterprises Ltd. Printed by Copyright Protection Ltd. Reproduced with permission, strictly prohibited. Translated by Seamer, Wheler, Jones, 1299 Station Road, Berkley, Kent TN2 7EP. Tel. 01634 679 0000 (International). Tel. 01634 679 0001 (UK). Tel. 01634 679 0002 (Ireland).

PLANET MERIDIAN IN
THE SPECIAL ZONE...

SONIC

Mister Shifter

COMPLETE STORY

Ralph McCall COCHRUN Art Richard Giure Story Tom Frazee

ON A ROOFTOP ABOVE
NEW TEK CITY SITS
A VERY TROUBLED
HEDGEHOG.

THERE HAS TO BE A
WAY TO GET BACK TO
PLANET MOBIUS...



BUT WITH THE
OMNI-VIEWER™ OUT
OF ACTION AND NO
STAR POSTS, I CAN'T
THINK OF ANY
OTHER WAY TO
TRAVEL BETWEEN
DIMENSIONS!

"SEE LAST ISSUE -
Megadroid"

I JUST HOPE TAILS AND
THE GANG ARE DOING
OKAY WITHOUT ME...
HOPEFULLY, ROBOTNIK
WON'T NOTICE THAT
I'VE GONE YET...

WHAT? THAT
SOUNDS LIKE
SOMEONE
SCREAMING!







YOU MEAN YOU'RE NOT JUST A BIG, UGLY,
PURPLE GUY, WHO'S MADE OF PLASTICINE!



YOU JERE, I'M MADE OUT OF RADIOACTIVE
META-CLAY, WHICH I CAN HARDEN TO THE
CONSISTENCY OF CONCRETE!



ON THE OTHER
HAND, I CAN ALSO
KEEP MY BODY
SOFT... YOU CAN'T
BEAT ME, YOU
DUMB HEDGEHOG!

FWAPP!

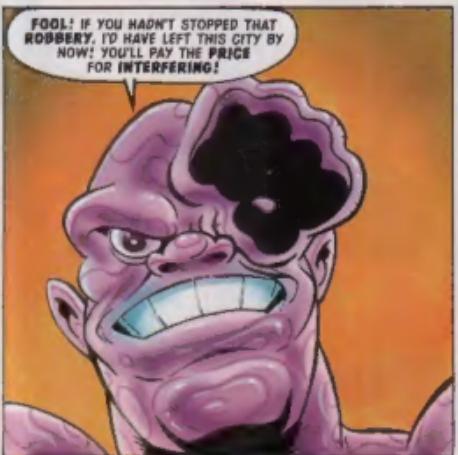


WE'LL SEE
ABOUT THAT!

BRAPP!



FOOL! IF YOU HADN'T STOPPED THAT
ROBBERY, I'D HAVE LEFT THIS CITY BY
NOW! YOU'LL PAY THE PRICE
FOR INTERFERING!

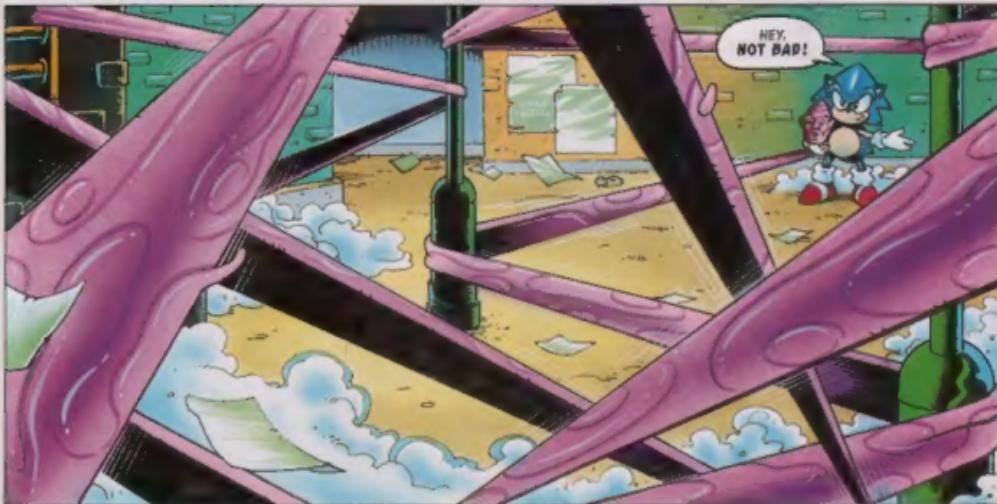


MY FEET,
WHAT?

HAHAHANA!
LET'S SEE HOW FAST
YOU CAN RUN NOW!







HOW ABOUT THAT?
THE GIRL I SAVED COULDN'T
EVEN BE BOthered TO
THANK ME!



AT THAT INSTANT IN CITADEL ROBOTNIK,
METROPOLIS ZONE!



SO, AGENT X19.
YOU HAVE FINALLY
RETURNED!

WELL MY SPY, WHAT
NEWS DO YOU BRING ME
FROM THE SPECIAL ZONE?

I'M AFRAID OUR SUSPICIONS WERE
CORRECT. THE SPECIAL ZONE FORCES ARE
TOO POWERFUL FOR AN INVASION!
PERHAPS WHEN YOU HAVE BUILT UP YOUR
POWER BASE HERE ON MOBIUS...



BUT I DO HAVE SOMETHING
OF INTEREST TO REPORT.

YOU'LL NEVER GUESS WHO
I BUMPED INTO WHILE I WAS
IN NEW TEK CITY...



NEXT ISSUE: THE ULTIMATE NIGHTMARE!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 - YAWNNSVILLE

40-70 - NORNALSVILLE
70-80 - FUN CITY

80-90 - BIG TIME CITY
OVER 90 - MEGA CITY

SHINING WISDOM

Reviewed by David Gibbon

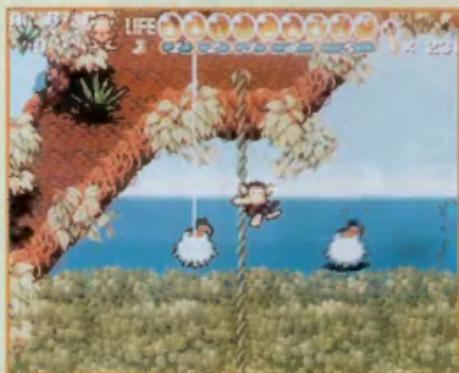
SATURN

SATURN

GAME TYPE: ROLE-PLAYING
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Role-playing games, where the controller is the hero/heroin and interacts with characters, sell as fast as rice cakes in Japan! Because of this, Sega have selected the best games and converted them for the UK market, hence *Shining Wisdom*.

Here's the story behind the game: as controller, you play a guard for the King of Odegan, ruler of the largest kingdom in all of Palacia (who thought up these names?). It's your job to defend the King with your life - apparently, old Japanese tradition say, it's the honourable thing to do!

Starting off at your grandparents' home, you get the chance to explore the place and find out



some interesting tales from the local folk. The game allows you to carry out magic spells, pick up treasure, climb vines - and you're able to talk to people!

Graphically, *Shining Wisdom* looks more 'Mega Drive-ish' than 32-bit Saturn generated. However, the gameplay really excels. It's handy that this game includes a save option, because it has a maze of levels and things to do. It'll take ages to complete, but all will be revealed as you go along.

FINAL COUNTDOWN

RAVES

A huge game
- good value
for money!



GRAPHICS 78

GRAVES

Takes an
age to
complete!



SOUND 62

PLAYABILITY 87

OVERALL 84

TIN TIN IN TIBET

Reviewed by David Gibbons



GAME TYPE: ACTION ADVENTURE
PLAYERS: 1
PUBLISHER: INFOGRAPHICS
PRICE: £39.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Which cartoon character is so popular that the TV series is shown in 35 different countries, and whose comic sells over four million copies a year? Sonic, you say? Well, actually it's Tin Tin - the investigative newspaper journalist who has adventures with his faithful dog, Snowy! Well, the good news is that now there's a Mega Drive game available called *Tin Tin in Tibet*, based on this historic comic book character.

The object of the game is to help Tin Tin find his missing friend, T Chang. The game is played over 13 levels, each one giving the hero a different task to complete. The levels include The Train where Tin Tin dodges parcels as they fall from a moving train, then with the aid of boxes, he has to cross a



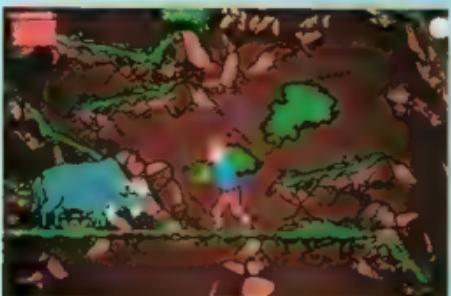
dangerous bridge, complete with broken track - no mean feat! The Falaise level features Tin Tin and the Captain using ropes to climb up the side of a mountain and help them through a snow storm, in order to defeat the Yeti in Bigfoot's den. Things get even more weird and wacky as the game progresses!

Tin Tin's range of moves include walking, running, bending and swimming, picking up objects and speaking to characters!

Graphically, the game is excellent with Tin Tin using 650 frames of animation alone,

enabling him to move backwards and forwards on the screen and really capture the look of the original cartoon.

Although *Tin Tin in Tibet* is basically a platform game with add-ons, the range and variety of tasks makes it stand out from the crowd.



FINAL RATING:

RAVES Action with plenty of variation!	GRAPHICS 84
GRAVES Some tasks could be difficult for younger players.	SOUND 72
	PLAYABILITY 82

REVIEWS

GRAPHICS 84

SOUND 72

PLAYABILITY 82

**NEW
STORY**

ONLY THE GREAT
MORIAN PRAIRIE
STANDS BETWEEN
KNUCKLES AND
THE METROPOLIS
ZONE AND THE
HOPE OF RETURNING
TO THE FLOATING
ISLAND.

KNUCKLES

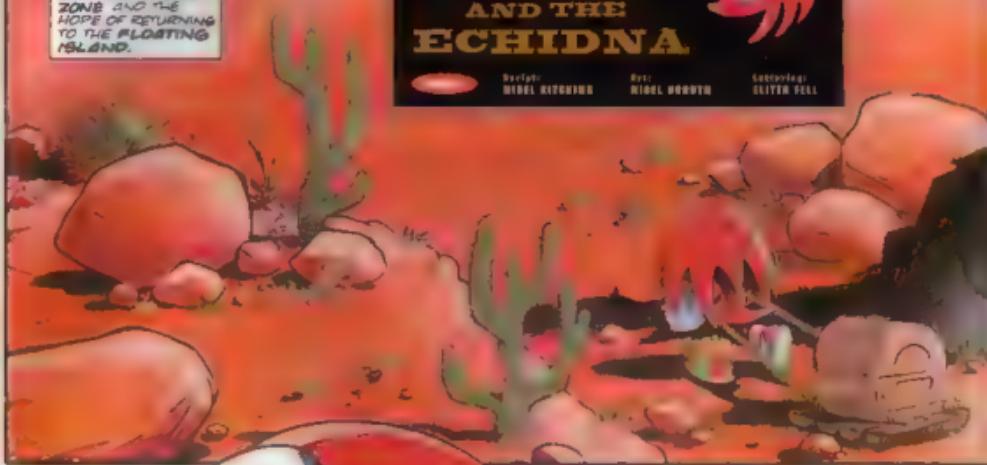
THE GOOD, THE BAD AND THE ECHIDNA



Script:
NIGEL KITCHEN

Art:
NIGEL DRAHOT

Coloring:
CLIFFORD FELL



AND IT'S A VERY
LONG WAY WHEN
YOU'RE DRAGGING
A CHEST FULL OF
ANCIENT FLOAT-
ING ISLAND
DOCUMENTS





YAAAA!







NIGHTS NEWS!



A game so breathtaking and enjoyable, which uses the Saturn system to the max, has just been turned into reality...

NiGHTS has been created by the team that brought you the Sonic games. Led by Japanese programming genius, Yuji Naka, Sega wanted them to come up with the best Saturn game ever... and NiGHTS was created.



The story behind NiGHTS revolves around the dream world of Nightopia where our dreams are played out. An evil being named Wizeman the Wicked, is gaining tremendous power in this domain through his creations - the Nightmaren. He uses an army of evil Nightmares to capture precious dream energy from humans. If he is not stopped, he will rise from the dream world and enter our world. No power on earth will be able to stop him. As Wizeman's horrible Nightmaren start fulfilling this dastardly plan, a Nightopian escapes from the battle to beg one girl and one boy to help in saving both the dream world and the waking world from this evil being. Elliot and Claris are the young folk chosen to take on the Wizeman.

Elliot and Claris are special as they possess red ideya - a rare courage or energy. This enables them to face off against the horrors that lurk inside the world of dreams. When these two enter Nightopia it is clear



that they need to recapture four other types of dream energy, white, green, yellow and blue ideya must all be recovered. To do this, they need the help of NiGHTS, a brave Nightopian aerial acrobat who has refused to help the Wizeman with his evil schemes. NiGHTS knows that because Claris and Elliot have red ideya, he can merge with either of them and fly his way round Nightopia in an attempt to recover the other energies.





Playing the game, **NiGHTS**, involves learning how to fly with the character, **NiGHTS!** Using the new Analogue joypad you can fly **NiGHTS** around to your hearts content. The fluidity of the animation and the graceful way in which it all moves is truly outstanding. The landscapes are colourful, and as **NiGHTS** paraloops, spins and charges around his universe, you must remember that his task is to collect blue crystals against the clock, so as to recapture the different ideyas.

There is so much to do in this game. You can perform aerial tricks for bonuses and experience many different dreamscapes, from the Spring Valley to the Frozen Bell; an icy world. Fighting off the evil Nightmaren is also called for, and one impressive way which **NiGHTS** does this, is by performing a paraloop. This entails a loop-the-loop which makes **NiGHTS** flight tail cross over itself, creating a vortex inside the gap which sucks in all his enemies in the vicinity! A new artificial-life-intelligence system is also a part of this game. The Nighthopians who live in Nighthopia are cute, cuddly Flicky-type creatures that have the ability to multiply and act differently in every game. If you land on them or hurt them then they won't be nice to you.

NiGHTS looks set to take on the world! Only seeing it and playing it can give you an idea of how impressive it actually is. Graphics, gameplay, sound and ability are a different class. A new Analogue joypad has also been specially produced to get a looser, easier to roll feel when you're flying **NiGHTS** around his groovy world. The game and joypad are on sale now for £59.99, although you will be able to buy both separately. It is a true benchmark game for the Saturn system.



NEXT ISSUE: ELLIOT PIN-UP!

TAILS

Easy Target

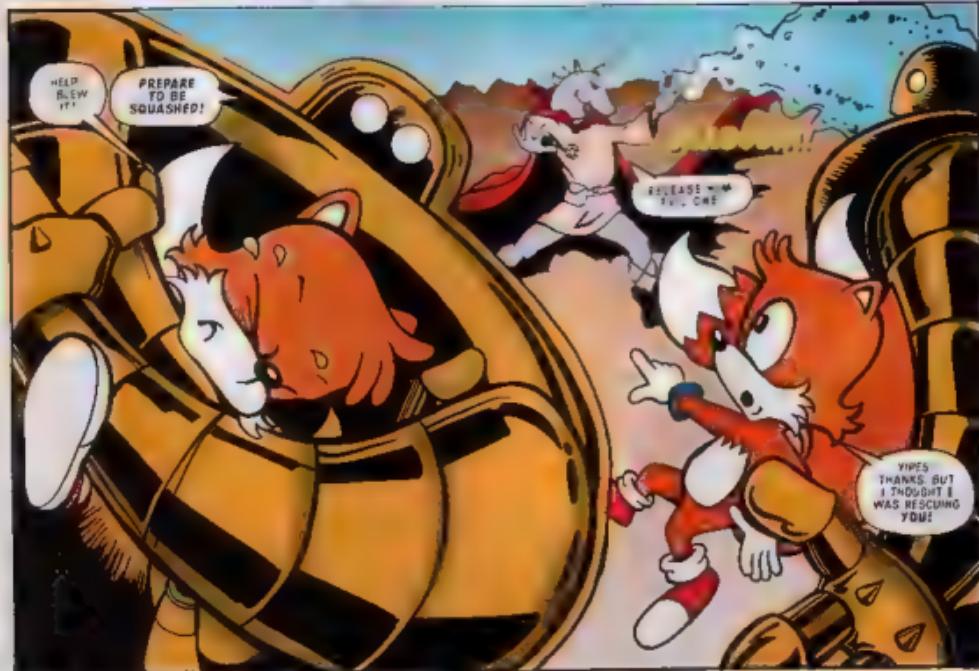
Script: LEW STRINER Art: CASTLENTIN
Colouring: PRE-PRESS Lettering: TOM FRANCIS

COMPLETE STORY

WITH THE CONSTANT THREAT OF A BADNIC ATTACK
ON PLANET MOBIUS, E-TERNA PLAYS IT COOL.

LOOKS LIKE TAIL GUY COULD
DO WITH SOME HELP.



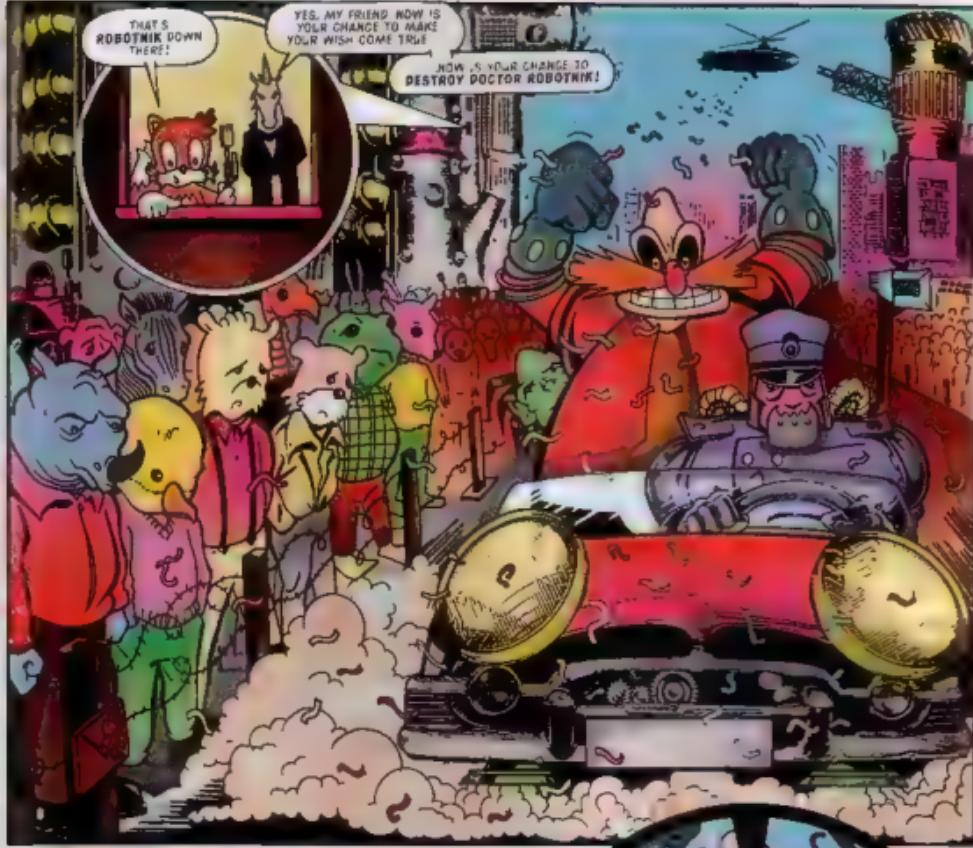




THAT'S
ROBOTNIK DOWN
THERE!

YES, MY FRIEND, NOW IS
YOUR CHANCE TO MAKE
YOUR WISH COME TRUE

HOW'S YOUR CHANCE TO
DESTROY DOCTOR ROBOTNIK?



JUST PULL THE TRIGGER TAILS, AND
DOCTOR ROBOTNIK WILL NEVER
MENACE PLANET MOBILIS AGAIN.

DON'T
KNOW

REMEMBER,
TAILS! THIS IS
AN OPPORTUNITY TO
BRING FREEDOM TO
THE WHOLE WORLD!



NOW I CAN'T GO THROUGH WITH IT! IT'S WRONG!

MUCH? WE'RE BACK HERE
WHAT'S GOING ON FORELOCK?

THE PREVIOUS FEW MOMENTS WERE
AN ILLUSION WHICH I CREATED TO
TEST YOU THANKFULLY YOU MADE
THE RIGHT CHOICE!

DON'T FOLLOW
YOUR GOOD
INSTINCTS
TAILS AND
ONE DAY YOUR
WISH WILL
COME TRUE!

WW WHAT WOULD
HAVE HAPPENED IF I MADE
THE WRONG DECISION?
I GUESS THE EASIEST TARGETS
AREN'T ALWAYS THE RIGHT
ONES TO AIM FOR!

WAITS! WHAT
ARE YOU?
WHICH ZONE
ON MOBILES
ARE YOU
FROM?

I DIDN'T
SAY I WAS FROM
MOBILES!
EEF

THE END

NEXT ISSUE
MORE TAILS
ADVENTURES IN SMALL CHANGE!



ZONE

Q IS FOR QUESTON.

Q IS FOR QUESTY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR NOWHERE, YOU'D HAD BETTER VISIT YOUR FAVOURITE KIDS COMIC, GRAB A LICKER AND...

Q ZONE, SONIC THE COMIC, 25-31 TIMSTOCK PLACE, LONDON, WC1H 9QB.

SONIC THE HEDGEHOG 2 REVISITED - PART 2

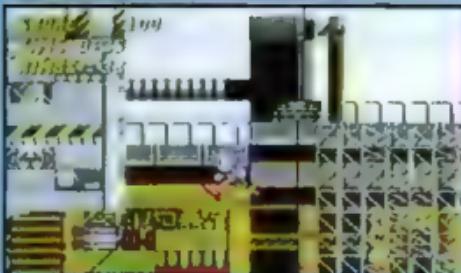


Sega Megadrive

HINTS & TIPS

LEVEL SELECT

Go to the options screen and select the sound test. Play sounds 19, 65, 09 and 17. Now reset the machine and hold down A whilst pressing Start on the title screen. Bingo! You can now go off to a level of your choice.



TURN INTO SUPER SONIC

Do the above level select cheat, then play these tunes on the level select screen: 04, 01, 02, and 06. Select your starting level and proceed to collect 50 rings. Press button B and C together to transform Sonic into Super Sonic.

STARTING THE GAME WITH 14 CONTINUES

Go to the options screen and play the following tunes: 19, 65, 09, 17, 01, 01, 02 and 04. Next, highlight Player Select and press Start. You'll now begin on Level one with 14 continues.

CHANGE THINGS AROUND

Enter the level select cheat. Next, enter the following codes using the Sound Test option on the Level Select screen: 01, 09, 09, 02, 01, 01, 02 and 04. Observant Boomers will realise that this spells out the date for 'Sonic 2sday' (24/11/1992), that memorable day when Sonic 2 was unleashed on the world!



Select the stage that you want to start from and hold down A and Start. You may notice the score is scrambled, but don't worry as this won't effect the game. Pressing B will change Sonic into part of the scenery. The A button enables you to go through the objects, so you may place anything from a spike to a ring on-screen (selecting C will place the chosen object into the game). If you want to return to the game just press B.



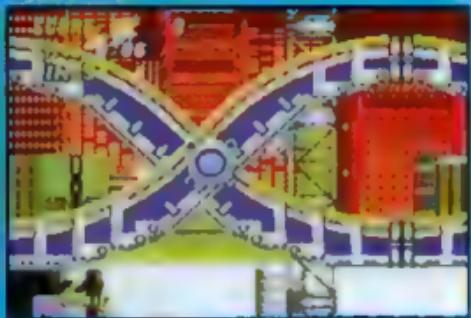
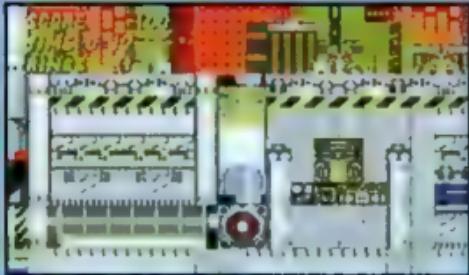
SKY HIGH ZONE

Most Boomers have found the hang-glider tricky to control. However, the main thing to remember is to first take a run-up as this gives you more lift once you're in the air. Keep pressing left on the D-pad and release, as this makes the glider go up, as well as slowing it down. The wind will also give you a push, making it easier to reach the next platform safely. Remember that the faster the pace you're travelling at on take off, the further you'll go in the air. Also, try not to press left on the D-pad too frequently (unless you're falling) as this slows you down.

DISCOVER HIDDEN LEVELS

LEVEL SELECT

To activate, first make sure your machine is turned off. Plug your control pad into port 2 and press Up, Left diagonal and buttons 1 and 2 simultaneously. Turn the console on and, keeping all of the aforementioned pressed on your joypad, wait until Sonic runs completely across the screen. Let go and plug the controller into port 1, press button 2 twice, and the level select screen will appear.



LEVEL CHEAT

When the Sega logo disappears, press Up, Left and both buttons on the joypad in port 2 and slowly count to twelve. Now hold down, Up and Right and count to five. Press Up, Left and the two buttons again. When Doctor Robotnik goes off the top right of the oval, press Up and Right until both Sonic and Tails appear. Plug your joypad into port 1, press button 2 and a level cheat will appear.

EXTRA LIVES

Start by going to Sky High Zone Act 2, and go to the bottom of the level and pick up the invincibility TV. Jump onto the ledge above it, go right across the spikes and pick up the extra life. Now go away and come back and the life will be there again. Repeat this to gain as many lives as you require.



NEXT ISSUE: More Sonic 2
- Chaos Emeralds! Plus, Sonic 3 part 1!

SONIC'S WORLD

Future Shock

AN ELDERLY HEDGEHOG IS CLAIMING TO BE SONIC FROM THE DISTANT FUTURE! SONIC AND THE GANG DOUBT HIS STORY, AND SO A DOCTOR RUNS VARIOUS TESTS.

THE DNA PATTERNS FROM YOUR CELL SAMPLES ARE IDENTICAL. LOOKS LIKE THIS IS YOUR FUTURE SELF, SONIC.

NO WAY! THIS HAS GOT TO BE A TRICK!

JUST GET THIS THROUGH YOUR SKULL, YOUNGSTER! I AM SONIC THE HEDGEHOG! HOW WILL YOU LISTEN TO WHY I'M HERE OR NOT?

LET'S HEAR HIM O.T., SONIC.

DON'T TELL ME YOU BELIEVE THIS OLD FAKE AMY?

THIS KINDA THING'S HAPPENED BEFORE! I BET IT'S METAMORPHIA THE SHAPE-SHIFTER!

BUT METAMORPHIA LOST HER SHAPE-CHANGING POWERS, SONIC! IT CAN'T BE HER!

SEE "MYSTERY VILLAIN" IN
STC 83 - Megadroid

FACE FACTS
KIDS! I'M THE REAL DEAL, SO
BUTTON IT AND HEAR MY STORY!

HAH! AT LEAST IT SHOULD BE GOOD FOR A LAUGH!

"IT ALL STARTED WHEN I WAS YOUNGER. DOCTOR ROBOTNIK UNLEASHED A WEAPON WHICH DRILLED UP INTO THE STREETS OF THE CANDLEWICK GREEN ZONE."

"IT WAS THEN THAT I MADE MY BIGGEST, MOST UNCOOL DECISION."

BUT IT WAS DEADLIER THAN I THOUGHT!"

ZZAPP!

"NOOO!"

"SHOCKED BY WHAT I'D LED MY PALS INTO, I OFFERED NO RESISTANCE WHEN THE TROOPERS ARRIVED."

"THEY'RE ALL GONE!"

"FOR YOU HEDGEHOG THE WAR IS OVER!"

"WITH NO ONE TO STOP HIM, ROBOTNIK TURNED MOBILIS INTO AN EVEN WORSE PLACE"



"BLAMED MYSELF FOR WHAT HAPPENED AND BECAME A PRISONER OF ROBOTNIK'S FOR MANY YEARS"



"END OF STORY DUDE!
I WOULD NEVER PUT
MY FRIENDS ON THE
LINE LIKE YOU DID!"



"YOU STILL HAVEN'T TOLD US HOW YOU TRAVELED BACK TO OUR TIME!"

"WHEN I ESCAPED AMY, I RAN FASTER THAN I'D EVER RUN BEFORE! I GUESS MY SPEED BROKE THE TIME BARRIER!"



I'M GONNA TRY TO ALTER HISTORY WITH OR WITHOUT YOUR HELP. WHO'S WITH ME?

ER WHAT'S YOUR PLAN?

ROBOTNIK'S GOONS HAVEN'T COMPLETED THAT DEADLY MACHINE AT THIS CURRENT TIME. SO IF WE DESTROY IT BEFORE IT'S FINISHED

WE CAN'T GET ZAPPED BY IT IN THE FUTURE! YAY! I GET IT!

HE'S ON THE LEVEL SONIC: ARE YOU JOINING THIS MISSION?

COUNT ME OUT. THE GUYS A FAKE!

C'MON PALS! FOLLOW THE PEGASOOG WITH THE MOST EXPERIENCE!

OKAY LET'S GO FOR IT ER SONIC!

LATER IN THE CAVES BENEATH THE CANDLEWICK GREEN ZONE

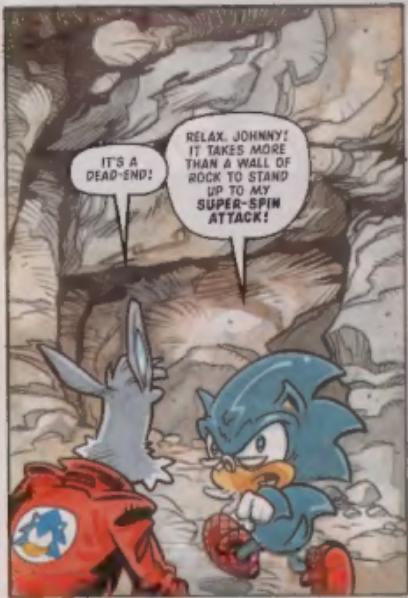
THERE'S AN UNDERGROUND FACTORY HERE, BUILDING THAT DEADLY DRILL MACHINE! IF WE WIPE IT OUT THINGS SHOULD TURN OUT ALL RIGHT

YEAH

MAYBE SONIC WAS RIGHT; THIS FEELS WRONG SOMEHOW!

IT CAN'T HURT TO GIVE HIM A CHANCE, ANY.

HE COULD BE SONIC. EVEN THOUGH HE HASN'T CALLED ME PIXEL-BRAIN' YET!





EITHER POST YOUR MAIL TO:
SPEEDLINES, SW19IC THE COMIC, 25/27 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

**EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!**



SPECIAL CASE!

Hello STC,

I live in Germany and have a subscription to STC. However, this doesn't include the Sonic or Knuckles Specials, which I want desperately! As I can't go to the U.K. to buy them, and I don't know anyone over there who could send them to me, could you please let me know how I can order them?

Alessandro Sanasi,
Stein, Germany.
Sega Mega Hog Tag Winner.

For you Alessandro, and any other Boomers who've had difficulty obtaining the 'Specials' or back copies, contact...
A.I.M. Ltd., Subscriptions Department,
PO Box 10, Sunderland, SR4 6SN,
England. Telephone (0191) 510 2290.
Alessandro, there's obviously a different code from Deutschland, but remember that parent-humes can be a bit odd about international calls being made - even if it is in honour of a certain blue hedgehog!

Who said Doctor Robotnik didn't have a heart?



Jennifer Kitching, Yarm, Cleveland.
Sonic & Knuckles Hog Tag Winner.

A SHADE BETTER!

Dear Megadroid,

I'm glad to see that Sonic the Hedgehog 2 is being featured again in the Q Zone. Also, I thought I'd let you know that those shades you wear make you look as cool as a penguin with frost bite!
Paul Edwards, Erdington,
Birmingham.
Sega Mega Hog Tag Winner.

STC aims to please, Paul.
As for the shades, it's to cover up the glazed,
lifeless look I've developed since I began mixing with the humes-who-think-they're-in-charge!

DECAP-A-BACK!

Dear STC,

Even though I live in South Africa, I've been collecting STC since it began. My favourite comic strip is 'Decap Attack', which is so funny. Will the mad Decappers be returning in the future?

Jeffrey Pearce,
Cape Town, South Africa.
Sega Mega Hog Tag Winner.



Too f-right, Jeff! Lunacy is looming as the Professor, Chuck and Igor make a monster comeback in STC 89 - a mere two issues away.



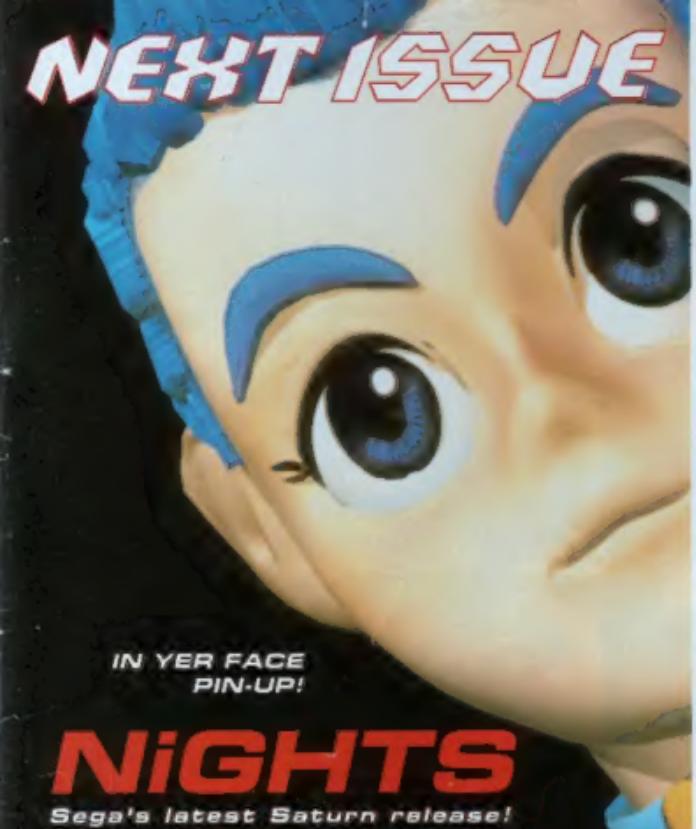
Joel Guthell & Andy Wang,
Leigh-on-Sea, Essex.
Sonic & Knuckles Hog Tag Winners.



Send your e-mail
messages to:
stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

NEXT ISSUE



IN YER FACE
PIN-UP!

NiGHTS

Sega's latest Saturn release!

SONIC

THE ULTIMATE NIGHTMARE!

NEW STORIES

PLUS

SONIC'S WORLD
FINAL FUTURE SHOCK!

O ZONE REVISITED
SONIC 2 & 3!

REVIEWS! ECCO! COMIX ZONE!

STC 88

ON SALE WEDNESDAY, 2 OCTOBER '96

E1.20

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE AGE

NAME
ADDRESS

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG MCD MD

MM MS 32X

SATURN

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

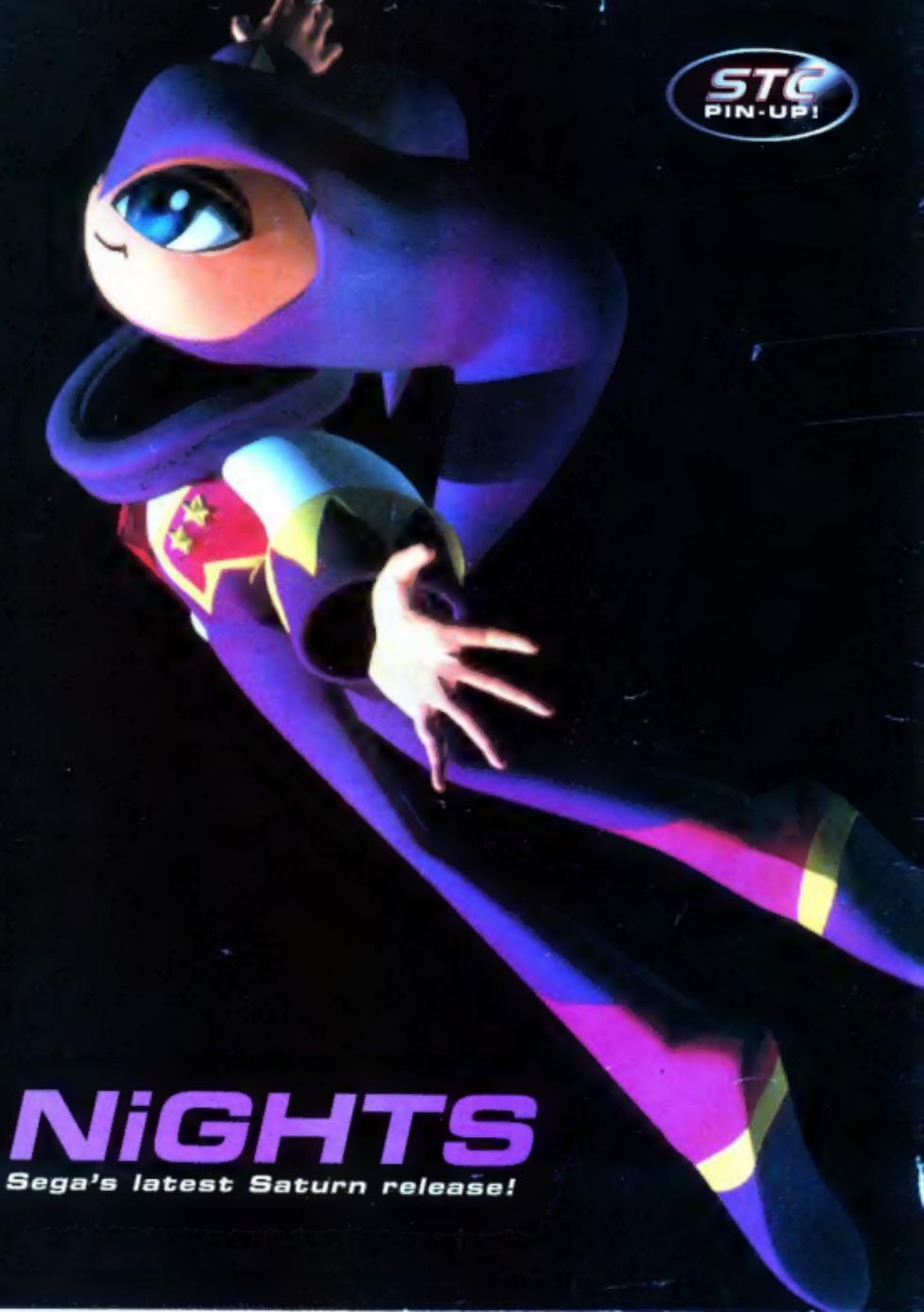
3RD CHOICE

YOUR RATING FOR ISSUE 87

%



Past to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.



NiGHTS

Sega's latest Saturn release!